

*N*orthern *O*hio *A*tari *H*elpers

ATARI U.S.

MOVING?



Newsnotes

October 1990 • Vol. 1, No. 10

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The Editor's Corner



Atari Moving?

Yes, it seems that this is one of the steps that Atari U.S.'s new president, Elie Kenan, is considering. There are a lot of changes going on at Atari, and it seems promising. After the last two years of inactivity and non-support from Atari U.S., the user community is eager to see something, anything being done. Of course, those same users are now also of the "I'll believe it when I see it" mindset. Too many promises, not enough honesty. For more details on Atari's moves, see this month's Rumor Mill column.

On another note, I'd like to take some editorial space and thank Rick Gridley for his marvelous game reviews. There are two of them in this issue, one for "F19 Stealth Fighter" and another for "Their Finest Hour: The

Battle of Britain". Both are fantastic reviews, and I am truly grateful to Rick for his continued support of this newsletter. Kudos, Rick!

N.O.A.H. is continuing to grow, and hopefully Atari will help us along by becoming a player in the U.S. computer market once again. I'm already seeing two page ads for the Portfolio computer in laptop-oriented magazines, and full color ads for the Stacy computer in MIDI and music magazines. Who knows, perhaps 1991 could really be the year of Atari. There's always hope, isn't there? Just don't hold your breath... **A**



In This Issue:

N.O.A.H. News	3
Publishing Pointers	5
Their Finest Hour	6
What to do about Atari?	8
Mac vs. ST	9
Cliff's Notes	10
X-Out	11
F19 Stealth Fighter	12
Sonata Typesetters	13
Rumor Mill	14
Noah's ARC	16
Puzzle Break	17
Calendar of Events	18

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THIS MONTH'S COVER DISK:

This month's cover disk contains numerous Public Domain games that are truly enjoyable. I'm sure one of your favorites has been included in this collection. Enjoy...

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N.O.A.H. News

Here it is September and a lot of things are starting to change already. The weather, my kids are all back in school, (YEAH), and people are starting to come back in the house and use their computer again. Last month's meeting was a great success and once again thanks to Joey G. for giving of his time and talent to help us out with the MIDI demonstration.

N.O.A.H. is growing and getting more well known and people are coming out of the woodwork to help out in any way they can to make the group a success. Many thanks to Kevin Steele, John and Brenda Giguere, Steve Giguere, Rick Gridley and the many others who make the group what it is.

I wish to devote the rest of this column to thanking one person in particular for the many ways in which he has helped out not only with the group but with other things that are not as evident to everyone.

There are many times at the store when there are 200 things to do and only one person, me, to do them. This either means I do what I can and hope to get to the rest or ask for someone to help me out, which I have a hard time

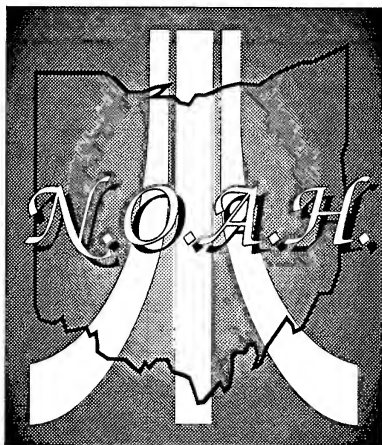
doing. This person has never, I do mean NEVER, waited for me to ask him for help. He is always the first, in fact, he usually is doing them BEFORE I could even think of them and ask him! A lot of the improvements you see at A.A.A. Video Repair & Computers is due entirely to his prodding, bugging and all around 'pain in the a__' attitude. He has, and continues to, helped me out at the shows that the store attends and whenever the time of year and customer traffic warrants his help.

Along another vein, he has also been a friend that I do not feel I could have done without nor would I have wanted to though at times I have told him to 'get off my back!' (in the polite manner he is accustomed to). We have shared numerous times away from the store together also

and they have all been rewarding in one manner or another. I have always listened to, though not always followed, his advice but I think he knows that I do respect his opinion and will always welcome his ideas.

All this and never once has he asked for even a word of thanks. I can't, well I won't, mention his name here and he would not want me to but I think he will recognize himself. In a very public yet private manner let me one more time say 'THANK YOU'...

Doug Novak



Coming Next Month:

*"I was a Beta-Tester
For the FBI"*
A Semi-True Story



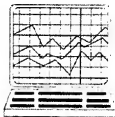
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MACWORLD, October 1987

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Publishing Pointers

Designing Your Page: Going With The Flow

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Putting It All Together

Creating a page involves a lot of elements—text, graphics, and paper for example. However, putting all these elements together to create an appealing final product is not always easy. There are some hidden rules and tricks that can make the difference between a page that looks like a million bucks, and a page that doesn't look worth the paper it was printed on.

The Eyes Have It

One of the first things to consider when designing a page is how your audience is the direction that the reader's eye follows when looking at a page. For Americans (or any English-speaking people, actually), the direction your eye follows is left-to-right, top-to-bottom. To read Hebrew, you would read right-to-left, top-to-bottom. For Chinese, it is top-to-bottom, left-to-right. Odds are you'll just need to consider the reading habits of Americans.

So, what do the reading habits of Americans have to do with good page design? Well, you should build your page in the same sequence that your audience will read it: left-to-right, and top-to-bottom. You'll notice that this page has the title starting in the upper left-hand corner, and that the body text follows the left-right top-bottom sequence as well. The most important eye-catching features of the page are at the top, and the least important information (the page number) is at the bottom of the page.

Now, for simple page designs such as a book, there are few elements and keeping to the left-right-top-bottom scheme is fairly simple. However, if you are designing a complex page for, say, an advertisement or flyer, things get a bit more difficult. You are suddenly presented with a large

number of page elements, all of which are vying for the reader's attention. How do you catch the reader's attention and lead them to read your advertisement?

Grabbing Readers

The goal in designing a good page advertisement is to first grab the reader's attention, then lead them through the message that you wish to present. If you look at most ads, you'll notice that the main "grab," the slogan that is designed to catch the reader, is usually somewhere in the top half of the page. Usually there is either some picture or a lot of white space in the top half of the ad as well. Both are designed to make the page stand out, and in so doing force a reader to take a second look.

The main text of the ad is usually in the lower half of the page, with the company name at the bottom of the page. The idea with that particular placement scheme is the fact that psychologists have determined that when presented with a list of items, people tend to remember the first and last items in the list. Therefore, advertisers place the main message at the top of the ad, and the company name at the bottom.

Breaking the rules
can sometimes be
the visual "grab"
you need.

Sometimes You've Gotta Break The Rules

Now, you should remember that none of these are rules set in stone—think of the ideas listed here more as general guidelines for design than iron-clad rules. In fact, breaking the rules can sometimes be the visual "grab" that gets your document read. In general, however, these guidelines can really help you in planning the design of your document. And while most of us would like to just jump right into our DTP program and start churning out pages, actually taking the time to sit down and plan out what you want to put on the page and where you want to put it will make things easier in the long run, and will yield much more professional results. Sketching out a "style guide" for your document may seem to be a lot more work than is necessary, but it will really help to save you time in the long run. **A**

Their Finest Hour: The Battle Of Britain

by Lucasfilm Games



Review by Rick Gridley

"If the British Empire and its Commonwealth last for a thousand years, men will still say: 'This was their finest hour!'"

Winston Churchill, 1940

Their Finest Hour (hereinafter TFH) has arrived for the Atari ST line of computers. TFH has rested at the very top of Computer Gaming World's top 100 games since its initial release on the MS-DOS machines. After spending a few days playing and learning the ins and outs of this program, its easy to see why.

TFH expands and improves on the already great design Lucasfilm used in their Pacific WW2 airwar game, BattleHawks 1942. Instead on sitting back and just releasing the same game and setting it in Europe, Lucasfilm added many features that pushes this simulation/game to the very top of the pack. The camera replay option has been improved. You can fly single missions or play a complete campaign from either side. In the German bombers you can switch to each crew member's position. Nothing like sitting in that bottom turret or nose gun in a Junker 88!

In the campaign game not only do you fly the missions, you plan the strategy for your side. You select what type of aircraft you will fly for the day, assign formations, altitude directions, priority targets etc. The success or failure of your individual mission adds or subtracts to all the computer controlled missions for that day. Over a campaign those RDF stations that the Germans knocked out early in the battle will affect your operations. If he (the German) knocks out your aircraft plants, then your replacements are slowed down and you can become hard pressed to repulse German attacks on future days. (Damaged or destroyed installations will repair over time though!) Playing the German side that RDF station that you failed to knockout will alert the Spitfires that you're on your way to bomb those London airfields.

TFH saves the service records of your pilots and they can and will win promotion and medals. Getting a number of pilots improved in rank is essential to playing the campaign game. Actually all one needs to do is advance one pilot and then copy his file in TOS, renaming it each time to build a solid roster of pilots.

"My Luftwaffe is invincible. And so now we turn to England. How long will this one last—two, three weeks?"

Reichsmarschall Hermann Goering
June 1940

The graphics of TFH are just outstanding. The ground detail is done in vector graphics but the aircraft, ships and explosions are all bit-mapped graphics. The two graphic styles blend together very well and the air combat scenes look like some WW2 movie in full color and terrific sound. A keypress from the cockpit brings up the strategic map of Western Europe with RDF updates (if you're playing the English side) of all plane locations. Another keypress activates the 'camera' option and pressing 'R' sends you to the replay screen where, using VCR-style controls, you can playback your last dogfight from various locations, angles, heights, views etc.! If you like, you can then save that 'clip' to disk to form a "greatest dogfights" disk. (Look everyone, here's where I shot down 3 Spitfires with my ME-109!)

TFH includes a mission builder where you can design your own missions and save them to disk and exchange with friends or post on your favorite BBS! I should point out that TFH is not copy protected and can be installed on you hard drive. The game comes on two double sided disks and plays very well from two drives.

The game manual is full of photos and quotes from actual participants of the conflict. A lot of background information is included in the manual and different sections go into a lot of detail about the various aircraft that are included in the simulation.

"Never was so much owed by so many to so few."

Winston Churchill

There is something about flying a WW2 type aircraft. In most of the modern jet fighter simulators, the 'thrill' of the kill is missing. It does not take much of a pilot to radar lock on an enemy from 25 miles out and firing a missile that rarely if ever misses. Struggling with an aircraft that does not climb like a rocket and having to close within "shouting" distance to shoot away at your enemy is a true air combat experience. Switching between the various gunner positions on a German bomber while those Hurricanes are buzzing around your formation is a real thrill as well.

"Men love war because it is the one thing that stops women from laughing at them."

John Fowles

TFH will push your 68000 to the limit. In fact, on MS-DOS machines Lucasfilm recommends a 386 at 25mhz for full effect! There is a lot going on when you have 10 aircraft buzzing about with explosions, smoke, tracers, all bitmapped which slows movement on the computer screen. You can turn ground detail off to speed things up and I really have not noticed much of a problem with the ST version. I can't wait though to see this baby run on a TT!

This one is a winner from a winning company. It may be the best game/simulation on the market for the ST or any another computer. Lucasfilm is now working on "Secret Weapons of the Luftwaffe", which will cover the airwar over Germany in 1944/45. I eagerly await this one as well. I always wanted to be in the top turret of a B17 or fly the first jet used in combat or some of those other advanced design aircraft that the Germans started to produce late in the war.

Show Lucasfilm that ST owners will respond to a great program and get your copy today! See you over the channel!! **A**

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What to do about Atari?

by Kevin Steele

(Reprinted with permission from the Freenet Atari SIG On-Line Newsletter)

Recently, with the continuing slide of Atari's US market share, there have been a large number of angry voices crying out, demanding that Atari get its act together and release all those wonderful new machines it has been promising for the last two years. Many have threatened to sell their equipment and get Macs or IBM clones if the new computers aren't out in this month or that month. For those of you bemoaning the current status of the ST market in the United States, I'd like to propose a little experiment:

1. First, sit down in front of your ST.
Okay, are you seated?
2. Next, say these words directly at the monitor:
"Atari has abandoned the US market!"
3. Observe any reaction from your ST.

Did your machine stop working? Did it evaporate before your eyes? Did it run screaming from the room, spewing floppy disks? I thought not. Point is, odds are your ST neither knows nor cares what the current state of the U.S. ST market is—no matter what kind of strangeness goes on down in Sunnyvale, odds are your ST will continue to do what it has always done, unperturbed by rumors or vaporware, undaunted by the now-famous Atari 'revolving door' employee policy.

You have to ask yourself one important question:

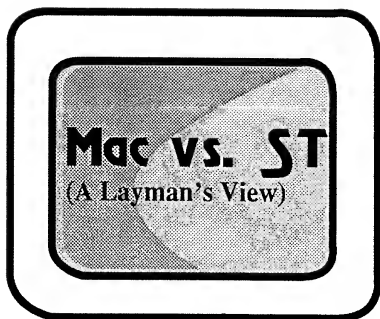
"Does my current computer meet my current computing needs?"

If it does, then there is no reason for you to panic every time a new computer is a couple of months (or years) late. Why be panic-stricken that the STe, Stacy, TT, ATW, or whatever is late (or defective) when you really aren't going to buy one right away anyhow? I don't know about you, but my current system more than meets my needs, and I'm not going to start worrying about which computer to buy until such time as I see a genuine need to buy a new computer.

My ST system has more than enough muscle for my needs, and my needs are pretty big. As a freelance technical writer, I spend eight hours or more a day in front of my ST, churning out page after page of manuals, diagrams, invoices, and such. I've gotten nothing but positive remarks on the quality of the work I've created with my Atari ST, and as long as I can continue to produce professional-quality work in an expedient manner with this system, I see no reason to waste time worrying about what my next type of computer will be.

However, don't interpret any of this as any sort of 'glossing-over' of the current status of Atari and their US policy—my personal views of Atari's management style aren't that positive. However, unlike many notable ST owners, I've tried to make a conscious decision to stay out of the pulpit when it comes to the ever-popular "Atari-Bashing" sermon. If you've owned an ST for more than a month, you're bound to have heard it—that endless diatribe on the evils underfoot in Sunnyvale, about the doom that each of us faces if Atari doesn't tow the line and submit to our wishes.

Why do I avoid "Atari-Bashing" when I share the same negative views? Well, think of it as a cost/benefit analysis: what will bashing cost me, and in what way will I (and others) benefit from it? In my opinion, bashing tends to simply make one look like a whiner, especially since it really doesn't yield any tangible benefits. If you're not a member of Atari Corp., you're powerless to instigate changes, and all of your angry Atari-Bashing screaming is just so much hot air in the wind. You'll save yourself (and others) an ulcer by avoiding this practice. Owning an Atari computer these days is discouraging enough with the scarcity of dealers and support—there's no need to add to the doom and gloom with endless tirades on the evils of Atari Corp. The ST user community would be greatly enhanced if everyone who is currently spending their evenings "flaming" about Atari on local BBS's would instead upload a PD program, send in a shareware payment, participate in a user group, or spend a minute or two with another user who needs some help with their system. Take things in stride—if your ST isn't affected by the current antics at Atari, then you shouldn't be either! ▲



by Doug Novak

About two months ago I purchased a Mac+ with a 40 meg hard drive and a Radius Full Page monitor. Quit with the booing out there!!! It was done with a just purpose in mind that being that I do a lot of Desktop Publishing and I am sure you all know that the Mac is the leader in that field. I thought I might in a page or two relate some of the experiences I have already had. Do not mistake this for a Kevin Steele article for this will in no way be technically oriented or as thorough as one of his. This is just a quick comparison and trial and error viewpoint of someone just getting accustomed to the Mac.

The first thing I noticed was the differences in the mouse. After almost 4 years of an ST mouse I found it rather hard to get used to holding the 'one' button mouse down to access any of the top

menus. More often than not I found myself accessing the menus repeatedly to accomplish one measly function. Advantage ST.

Next was the speed or shall we say the lack of it! You can't possibly realize how lucky you are to have an ST with all that speed until you try to do anything on the Mac. The 25% figure usually used to show the difference between the two is quite possibly on the light side. Going back to the ST is like going from a go-cart to a Porsche! Advantage ST.

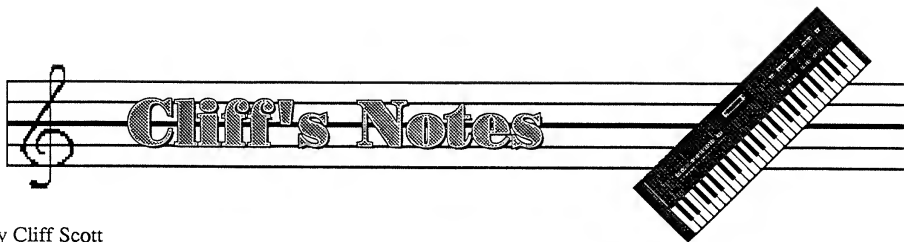
Third is the screen. This one is unfair since I purposely bought the full-page monitor so that I could do some serious layout work and be able to see the entire page, full size, at once. Sorry, Advantage Mac.

Now let's move on to the programs. I will only call into play a couple since I am new at this. In DTP the more easily accessible features you have, memory allowing, the better. The two I use on the Mac the most are PageMaker 3.0 and Aldus Freehand. These two programs are superb and you can't really ask for more...yet! The drawback to the programs is price. A comparable program on the ST is under \$200, sometimes way under. These programs on the Mac go over the \$500 and \$600 range! With that kind of difference I would expect even more than I got out of them. Advantage... equal, sort of.

All in all I do like the Mac and have now found it indispensable but the ST to me is still 'Power Without The Price' and a damn good machine. I need both to do what I do and do it cost efficiently but if I had to make the decision to only have one, believe it or not, my choice would be the ST. **A**

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by Cliff Scott

This month we'll explore the *MIDI THRU PORT* and the *MIDI THRU BOX*.

Normally on the back of a MIDI-equipt musical instrument there are three 5 pin din connectors. *MIDI IN*, *MIDI OUT*, and *MIDI THRU*. Information generated on the instrument itself such as key numbers or patch change are ported to the *MIDI OUT*. In a computer based MIDI system where the computer is the controlling device, MIDI data is ported from the *MIDI OUT* of the computer to the *MIDI IN* of the musical instruments. Whenever there is more than one instrument in the system the *MIDI THRU* port comes into the picture. Data that the *MIDI IN* receives is re-amplified and ported to the *MIDI THRU*. In this way we can daisy chain a number of instruments together.

The data output from the computer goes to the *MIDI IN* of the first instrument, then a connection from the *MIDI THRU* goes to the *MIDI IN* of the second ect. In small setups this will usually work fine. However, when more than three instruments are daisy chained transmission delays are bound to occur. This happens because it takes time for each instrument to re-amplify data it receives to be ported to the *MIDI THRU*. I've experienced delay problems with only three instruments on line. The drum machine was last in line because it didn't have a *MIDI THRU* port on it and noticable transmission delays could be heard.

The only way around delays is to use a *MIDI THRU BOX*. The thru box recieves data from the computer or controlling device and ports it to multiple MIDI outs. The number of outs varies from box to box but usually there are about 8. Every instrument on line gets a data buss from the same source so no delay problems can occur.

There are many thru boxes available. Some are elaborate with multiple ins, MIDI merge capabilities, programable in-out configurations while others are the basic type. For most computer based systems the basic thru box does the job just fine and costs alot less. ♪

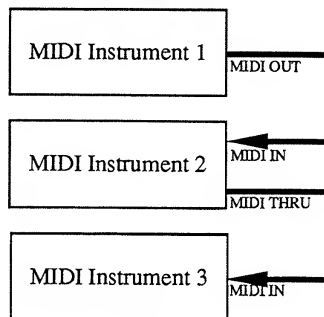


Fig. 1: MIDI Daisy Chaining

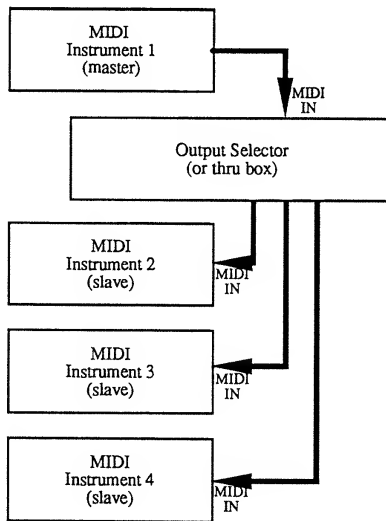


Fig. 2: Using a MIDI THRU Box

8ight 2 8ight

400

XEGM

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1200XL

130XE

800XL

65XE

800

September 1990

Game Reviews

by Steven Giguere (LEACH)

SCALE

* = POOR, EASY

** = OK, AVERAGE

*** = GOOD, HARD

**** = EXCELLENT, DIFFICULT

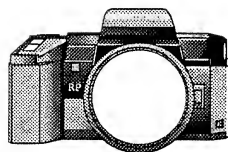
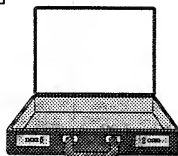
SPY VS. SPY I

by AVANTAGE

Graphics: ***

Playability: ***

Difficulty: **



DESCRIPTION: Spy vs spy is a game that you can play against the computer or against someone else. In this game you are trying to get a briefcase and the things you need to get out of this house. This game has a timer so every time you get killed your time gets lowered. When your time runs out you blow up and the game is over.

I myself enjoy this game. A hint: as you walk away from the starting room you should close the door and set it with the water trap. When the other spy opens the door he will get electrocuted.

STEVEN GIGUERE

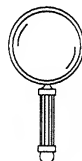
SPY VS. SPY II

by AVANTAGE

Graphics: ***

Playability: ****

Difficulty: **



DESCRIPTION: Spy vs Spy II is funnier than the first one. In this one you are stuck on an island and have a gun and shovel to dig pits and coconut bombs, rope snare, and napalm. There are seven different levels in this game. The object is to find the three parts of the missing missile and jump off the island and find the rescue sub before the volcano erupts.

In Spy vs Spy II, you may find a gun that can be used to help your spy. However, you only get three to five bullets. Other weapons have limits, too. After you make about twenty pits your shovel will break. Napalm requires using your limited fuel supply, and you can refill your gas by using the crashed plane on the island.

STEVEN GIGUERE

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Computer Package

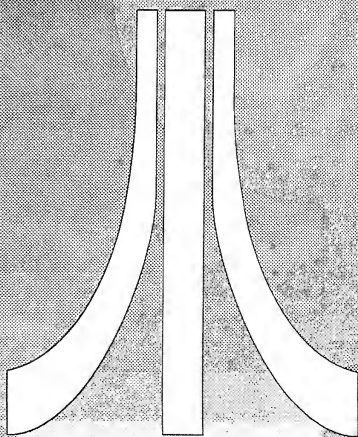
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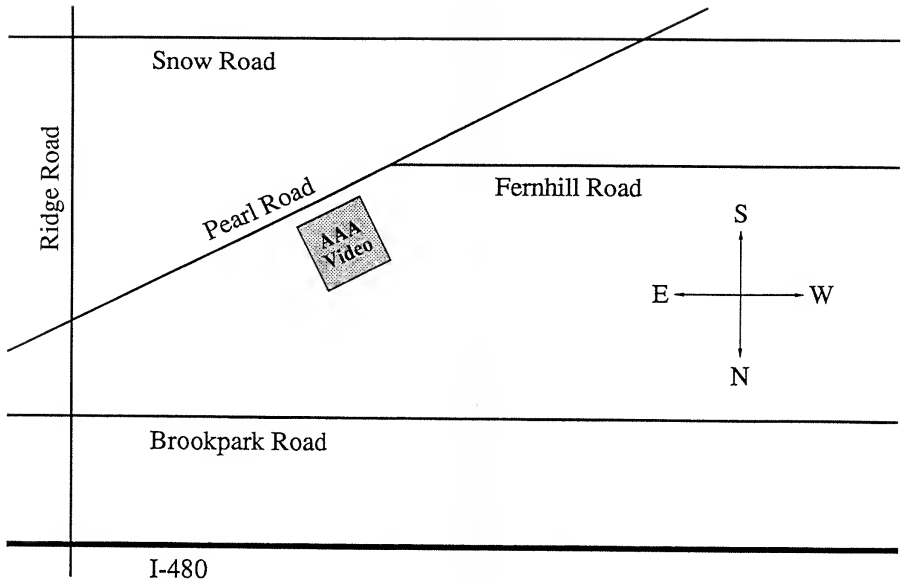
1200XL 64k Computer
1050 Enhanced Density Drive
850 Printer/Modem Interface

Software:

Atariwriter Word Processor
Printshop and 2 Graphics Disks
Spell Wizard Spelling Checker
Visicalc Spreadsheet
MicroTyping II Typing Tutor
Basic Programming Cartridge

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X-OUT

by Rainbow Arts

Review by Kevin Steele

This game is hard to describe. Sort of like a multi-level-horizontally-scrolling-shoot-em-up. If that wasn't a mouthful, try this on: X-Out is an 8-level-160-screen-40-alien-29-weapon blaster. Unfortunately, it is also not all it could be given those long lists of features.

Before I get into why I was disappointed with X-Out, let me give you a more detailed description of the game. The object of the game is to take your ship and blast your way through 8 worlds, defeating the end-of-level monster in each. There, that about covers it. What? You want more details?

Okay, the game starts you out with a certain number of credits, from which you can purchase parts to build your ships. This is an interesting twist, because you can use your credits to build three medium-equipped ships, or a strong ship and a weak ship, or just one big bad juggernaut. Of course, if that one super-ship is somehow blown up, game's over.

You have a very good variety of ship bodies, weapons, shields, and more to piece together to form your armada. There are 4 different types of ship bodies, each ranging in the number of weapons it can carry, size, and cost (of course!) You have three types of main guns, each with three levels of strength. There are three different types of missiles, plus a beast called a "jump bomb" (I still don't understand how it works). Then the weapons list starts looking a bit weird. There's such things as an Electric Bow, Claw Arm, Flame-Thrower, Smart Shot, Drones, Laser, and Shield Satellites (which have special orbit patterns around your ship, and shoot as well). All in all, a really formidable arsenal, if you could afford it all.

You use the mouse to build ships, but when the time comes to try your ships in battle, you must use the joystick to play the game. This was a bit strange. The game itself takes a while to load (about 35 seconds, actually). When the game finishes loading, you are presented with the game screen. As you move your ship up and down, the screen scrolls slightly to present more scenery above and below the screen. The scenery scrolls from right to left, as do the legions of little bugaboos that are trying to either shoot you or collide with you.

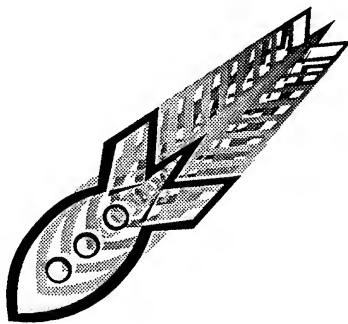
From here on out, there's really no need to describe what happens. It's simply a case of shoot or be shot. When your armada is finally incinerated, you get to wait about 25 seconds while the ship editor screen reloads. Granted, there is some fantastic music playing during all this, but the loading time to start and finish a game leads to

about one minute of down time per game, a frustrating exercise in patience.

I suppose I should mention the manual. It's quite funny. It wasn't intended to be. Whoever wrote this has but a marginal understanding of the english language, and absolutely no understanding of how to put together a sentence. If you're looking to the manual for anything more than a good laugh, forget it. Oh, I almost forgot the spectacular poster included in the box. You know, the one that has

artwork for another game on the back. One poster fits all, I guess.

This is a game that could have been great. I mean, the graphics are sensational, the concept is good, and the music is great. What kills this game is the gameplay. There are just too many awkward things to get in the way of a good, enjoyable, kill-em-all game. The long load times, the strange mouse/joystick juggling, the strange up/down scrolling, and the very difficult starting level all managed to cool me quickly to this game. There may be an element of strategy that raises this game above my opinion of it, but I was looking for a bit more blasts-per-minute than this game allowed me. Give it a shot (literally), as you may find these little gripes of mine don't bother you as much as they did me. Then again... ♣



F-19 STEALTH FIGHTER



by MICROPROSE

Review by Rick Gridley

(Editor's Note: I received this review the day after I finished typesetting another F19 Review in last month's Newsnotes. I thought you might like to see another opinion!)

When F-19 was released two years ago for the MS-DOS machines, it was instantly claimed as the best flight simulator on the market and to this day it is rated number two on Electronic Gaming World's top 100 game list.

Now, the ST version arrives, via England, and has some added features that put the game above its MS-DOS counterpart in many aspects.

For the uninformed, F-19 is Microprose's Stealth Fighter simulator. The actual Stealth Fighter is the F117A, but when Microprose designed the game, the existence of the Stealth fighter was not confirmed by the Air Force. In profile, it is amazing how close Microprose came to the actual style of the F-117A. (In fact, in the ST version, one can choose between the Microprose "F-19" profile or the actual F-117A.) Also, it must be mentioned that the Stealth Fighter can be a viable weapon unlike the questionable and highly expensive B2 Stealth Bomber.

Those of you who have had problems "flying" various combat plane simulators will love F-19. One, with practice, can land the plane time and time again. Landing on an aircraft carrier at night is one of the most thrilling experiences I have ever had with any flight simulator. The joystick response is smooth and quick and various features like the auto-pilot make the simulator fun while maintaining the feeling that one is actually piloting a top secret aircraft.

Keep in mind that the stealth fighter does not have the power, range, or weapons that a lot of you are used to. Its main weapon is its stealth ability. Flying into enemy territory, taking out that key installation and escaping with the enemy scurrying about trying to find you is a very rewarding experience.

The cockpit readouts include the standard "HUD" display and both satellite recon and tactical maps. Also, a high powered TV camera lets you zoom in on those enemy aircraft, ships and ground installations. The plane is equipped with complete ECM features, jammers, flares and chaff. In addition, on the control panel is an indicator that lets one know the size of your radar profile and the strength of enemy radar both airborne and ground based. (Watch out for those

soviet built "Mainstay" aircraft, the equivalent of our AWACs.)

The game has four different scenarios for one to choose from, Libya, Persian Gulf, North Cape of Norway and Central Europe. Each offers a different challenge and opportunities for the F-19 pilot. One can also choose three different states of confrontation, Cold War, Limited War and full scale conventional war.

In the cold war scenarios, you will get a lot of "photographic" missions. I actually enjoyed these. Nothing like flying deep into Iran or the U.S.S.R. and "snapping" a photo or two of those top secret installations and getting out without ever being detected!

One can also choose between four different types of opponents, from green troops to veteran air defense people. (The later are very tough, but if you want to win a Congressional Medal of Honor, you must fly and return against them!

The manual, all 192 pages of it, is up to Microprose's fine standards. It is a wealth of in-depth information that makes the playing of this simulation even more enjoyable.

All in all another winner in the same vein as Red Storm Rising, Midwinter, Pirates, Gunship and all other Microprose releases. By the way, Microprose expects to have the award winning M1 Tank Platoon out for the ST by Fall!

Bug Alert

Be forewarned that the first import release of F-19 contains some minor bugs. The plane from time to time will do a complete 180 degree flip. This can be fatal when your flying slow and low to keep a small radar profile. Also, the game has been noted to lock up on occasions and some, including yours truly, have not been able to save their pilot roster, a must if you want to advance in rank and medal count. Microprose is aware of these bugs and are in contact with their European division that did the ST version and hope to have fixes soon. Microprose USA has stated that they will support those of us who bought the import version. I will let Doug at AAA know when a new version is available to update your disks.

Don't let these minor bugs bother you now though. The game is playable and very entertaining and knowing that one will get an update should encourage you to run out and buy your copy today! **A**

NEW ST-Supported Service Bureau

(Editor's Note: The following is information on a new typesetting bureau that supports the ST. They offer laser-typesetting up to 3000 dots-per-inch at very reasonable rates. If you should ever need high-quality output from your desktop publishing program, give their Toll-Free BBS a try! Sonata Typographers BBS: 1-800-365-5745)

Welcome to SONATA Typographers!

We take pride in serving our customers to the best of our abilities and offering those abilities reasonably, efficiently and effectively. With our state-of-the-art equipment we are able to print faster and at higher resolutions than most other service bureaus. We use an IBM clone 386 to run this BBS, and MacIntosh's, IBM's, and Atari ST's to upload directly to the BirmySetter 300. The maximum page size is 11 x 17, the maximum resolution is 3000 DPI and 200 LPI! We output to either film or RC paper.

The instructions for uploading your documents are very simple. You must determine which resolution, whether you are sending a PostScript or another type of file, Film or Paper, method of delivery and the priority of your job. (Mac customers: we have a PD program called AutoUp which we will send you which completely automates sending your files to Sonata!)

IMPORTANT!!! If you are sending a non-PostScript file (ie. an application file in compressed or non-compressed format) YOU MUST SELECT THE "NO PRINT" OPTION instead of a DPI resolution. If you do not, the BBS will add a header which corrupts the original file and makes it useless. Please include in your comments information about how you would like your document(s) printed (resolution, medium, delivery method and job priority) which program (and which version) the documents were created with and which compression method was used (if necessary).

If you are sending a PostScript file, it will be automatically queued according to your directions and printed from the BirmySetter 300. The file which you send can be compressed with PKZIP (IBM), STUFFIT (Mac), or ARC or LZH (ST).

**PLEASE TELL US IN YOUR COMMENTS
HOW THE FILE HAS BEEN COMPRESSED!**

In order to request Priority service, you must first become an approved priority customer. If you would like this service, please request it in your comments.

If your file contains fonts which are not included in the Sonata Typographers library, please include them with your PostScript file. If you are sending an application file, please make certain that font information and graphics are included with your upload in a README file. If you are printing to film, do you want reverse-wrongread? Please tell us!

If there is a problem printing your document, we will contact you to see if you would like us to try to fix it for you. There is a charge of \$40.00 per hour for this service. We will not charge you without your approval! If you have any problems, please call our voice-only line and leave a message (203) 368-4559. We will get back to you as soon as possible.

There are no extra charges for print job which run in under 45 minutes. Jobs which require more than 45 minutes in the printer are normally ones run at 3000 DPI with very intense graphics. For such jobs the cost is the regular rate plus 75%. We do not charge extra to add crop and registration marks.

Price list

8.5 x 11 Paper	1270 (1-10)	\$ 8.00
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8.5 x 11 Paper	3000 (1-10)	\$ 19.00
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11 x 17 Film	1270 (1-10)	\$ 25.00
11 x 17 Film	2540 (1-10)	\$ 35.00
11 x 17 Film	3000 (1-10)	\$ 40.00

Shipping Charges:

Express Mail	\$ 8.75
Airborne	\$20.00
US Mail	\$ 0.00

AdSpeed ST Accelerator

The weekend of August 22-23 at the Duesseldorf Atari Fair, ICD introduced their exciting new AdSpeed ST accelerator to a crowd of over 50,000. The reception was exceptional. The features are numerous:

AdSpeed is a 16 MHz 68000 cached accelerator that switches between 16 MHz mode with a 32K cache (16K data & instruction cache with 16K cache tag RAM)...and a true 8 MHz mode with the cache off. This allows full compatibility with *all* software in the normal mode PLUS compatibility in the high speed mode. AdSpeed will not keep you from any of your software.

The unbelievable part is that the speed can be changed "on the fly" with a simple desk accessory. As we demonstrated at Duesseldorf, you can be running an application like Calamus with a document loaded and pull down the DA to change speeds at any time! AdSpeed QINDEX times are as good or better than all other 16MHz 68000 based accelerators.

AdSpeed ST is smaller than all the others and will fit in all ST models with no jumper wires needed. (The old CPU must be removed and a socket installed.) AdSpeed uses SMD technology with a multilayer PCB and highly integrated logic to keep the performance up and the size down.

AdSpeed ST has been tested with and is fully compatible with Spectrum 512 in the 8 Mhz mode! We have also suc-

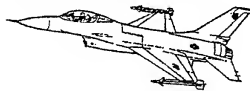
cessfully tested AdSpeed ST with Calamus, Omikron BASIC, and other software.

WordPerfect ST Update

A maintenance update of WordPerfect 4.1 for the Atari ST is scheduled for a Summer 1990 release. The update includes several feature enhancements and support for large screen monitors.

Using a set of common rules, the Auto-Hyphenation

Outfit your ST for
"Ultimate Speed"
with the AdSpeed
Accelerator and the
Megatalk Board.



feature can be set to automatically hyphenate words. The Auto-Hyphenation feature can be turned on or off, and the position of the hyphen can later be changed by inserting a hard hyphen.

The look feature in List Files will now show the document in a standard GEM window, allowing the use of scroll bars to move up and down, as well as right and left. In addition, you can directly import or export files between WordPerfect 4.2 for the IBM PC and WordPerfect 4.1 for the

Atari ST.

The maintenance update also provides support for several new printers. An additional print disk is sold separately and provides improved support for PostScript printing. The Post Script printer drivers offer several point sizes for each font. Available fonts include Helvetica, Times Roman, Avant Garde, Bookman, Helvetica Narrow, New Century Schoolbook, Palatino, Zapf Chancery, and Courier. The additional PostScript print disk is available for \$10 by itself or for an additional \$2.50 if ordered with the maintenance update.

Registered WordPerfect users may obtain the maintenance update for a \$12.50 shipping and handling fee by calling (800) 222-9409, or by writing to:

WordPerfect Corporation
Atari Products Division
P.O. Box 731
Orem, Utah 84059-0731

STe Fixed

Word is that the latest batch of STe's coming off the assembly line do not suffer the same DMA problems that many of the initial machines did. This is good news, as this problem could trash a hard drive when the problem surfaced. It seems that Atari is being very good about exchanging the faulty STe computers for working versions. Still no word yet on a TOS 1.6 to 1.62 upgrade offer, however. We'll keep you posted.

920,000 Baud?

Yup, the new Megatalk board supposedly can support baud rates up to 920,000 baud. The board, from none other than Dave Small and Gadgets by Small, was designed primarily as an extension to his Spectre GCR emulator. The board has two serial ports (one supporting Appletalk) and a Mac SCSI port, allowing the Spectre GCR to now properly run Mac MIDI software, as well as allowing a user to hook-up Apple Laserwriters, A Mac hard disk, or connect to a local area network. The board, which is designed to connect to the Mega ST's expansion bus, is expected to retail for \$299.00.

Atari Moving?

There have been many, many rumors surrounding Atari and a pending move for the company out of Sunnyvale. The reasons stated have been the time difference between the Pacific US and Europe. Moving to somewhere in the Eastern US would allow easy travel to Europe. As of now, no solid word on where Atari wants to move to, but some insiders have claimed Boston, while others have already ruled that location out.

GENie Changes System

The GENie information system has recently announced a new user billing system. Called Star*Services, it offers unlimited access to certain "hobby" or "informational" Roundtables (bulletin boards)

within the system for a monthly \$4.95 fee. Any service that is free on the system is listed with an "*" preceding it—hence the name "Star*Services." The free boards and services include such things as the on-line Grolier Encyclopedia, E-Mail, Hobby boards, single-player on-line games, and much more. This service also lowers the hourly charge for 2400 baud access to non-free services (such as the ST Roundtable)



from \$10.00 to \$6.00 per hour, so if you use GENie for more than an hour a month, you'll begin to see savings from this new policy. The service becomes active on October 1st. Any GENie user not signed onto Star*Services by then will no longer be able to access GENie.

New Atari President Makes Preparations

Well, it looks like Atari US's new president, Elie Kenan, has started to settle in. He has spent the last few months reviewing the currently dismal state of af-

fairs for Atari US, and is now preparing to correct the situation. Those that have met him are very optimistic that his presence here in the US is the start of good things for Atari, and are confident that he can once again restore Atari to some measure of respect in the computing community. As always, time will tell, but keep your eyes open, as the rumors of a major advertising blitz may be more than just rumors...

32Mhz TT!

Seems the current version of the TT at the FCC is a *true* 32Mhz machine! It also seems that the *next* version of the TT, the tower configuration that will come with Unix and X-windows, *will* also be built to a true 32Mhz specification. If this is true, it would mean that Atari is serious about "playing with the big boys" in the upscale Unix workstation market. The current "desktop" version of the TT should be here soon. When the next version of the TT will be available is anyone's guess, however. **A**

Got a Hot Rumor?

We'd love to see it!

Just mail it to:

Rumor Mill

N.O.A.H. Newsnotes
5538 Pearl Road
Parma, Ohio 44129

(or upload it on ST Nerd BBS!)



The NOAH (Northern Ohio Atari Helpers) Library is well underway to being organized. There are approximately 90 disks at the time of writing that have been fully cataloged for the following information—disk number, category, title, arc & unarc'd size, number of files, author if any, description and freeware/shareware etc. This information is kept by use of DataManager Professional by the librarians and a printout kept at AAA Video. As the library expands the copy of this database will be updated and sent to AAA Video. All the disks are being housed at AAA Video and available to all members of NOAH.

The disks are formatted single side standard format to enable all users to copy them. To obtain

a copy of a disk or specific programs from any of these disks—fill out the request form with all the information and provide Doug Novak with the appropriate number of formatted disks. The files will be copied for you.

All files are saved on the disks in arced form. You will need to obtain an unarcng program if you do not have one. Anyone who has Start Magazine can obtain a copy of arcx.ttp—this will handle all the .arc files.

Anyone wishing to add to the library should submit their disk to Doug Novak for him to copy—your disk will be returned to you. If you happen to have descriptions of the programs please leave them with him for availability to the librarians. Please be sure programs are PUBLIC DOMAIN or SHAREWARE.

The NOAA librarians hope to assist the club by raising money through the selling of disks at local computer shows. For those who have time to help in this effort your help will be appreciated. Blank disks will be provided through AAA Video with reimbursement for the number used and extras returned at the end of each show. In subsequent newsletters the results of these shows will be reported to all members.

N.O.A.H. Membership Registration Form

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Either membership also automatically registers you on ST NERD BBS, a N.O.A.H. & P.P.P support board, and gets you a 10% discount on most ST Software at A A A Video Repair & Computers !

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PUZZLE BREAK

(Solution in next month's N.O.A.H. Newsnotes!)

ATARI Hardware

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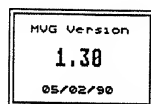
October 1990



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3 C.A.C.E. Meeting	4	5	6
7	8	9 T.A.P. Meeting	10	11	12	13
14	15	16	17	18 Last Day for Newsletter Articles	19	20
21	22	23	24	25 N.O.A.H. Meeting 6:30 pm at AAA Video	26	27
28 Daylight Savings Time Ends	29	30	31 Halloween			

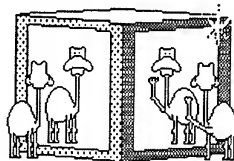
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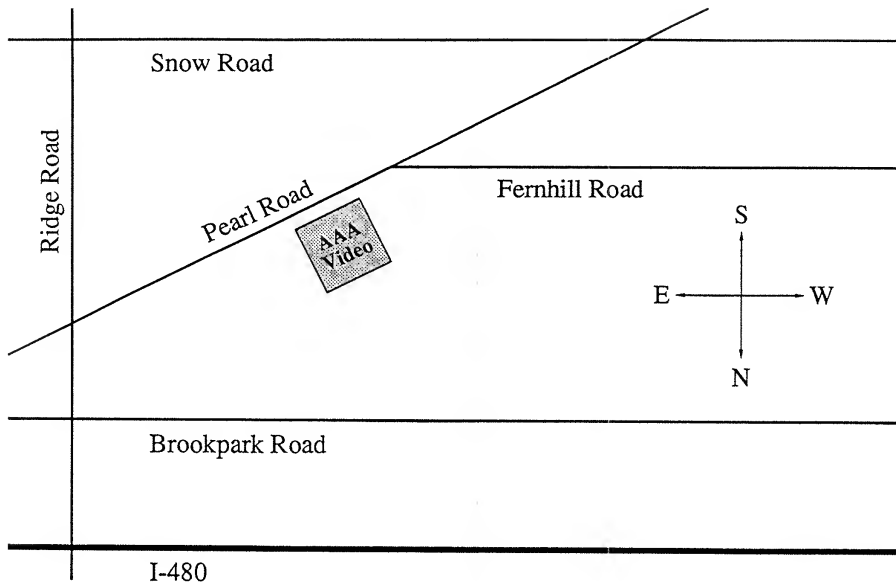
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MultiViewer (graphica)
as opposed to MultiViewer (Alpha)

SCRIPT FONT COURTESY: "DOT MAGIC" by CHET WALTERS

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Also Available... 'Image Cat'... also from WizWorks

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